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This official seal is your assurance that Nintendo reviewed this product and that it has met our standards for excellence in worksmanship, reliabiility and entertainment value. Always look for this seal when buying games and accessories to ensure compatibility with your Nintendo Entertainment System®.

PRECAUTIONS

- The Game Pak is a precision device. It should be kept away from extreme temperatures. Never hit it or drop it.
- Do not take it apart.
- Do not clean with benzene, paint thinner, alcohol, or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.®

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Thank you for buying ***SESAME STREET A-B-C & 1-2-3***™ please read this booklet for a complete explanation of each game on this Game Pak.

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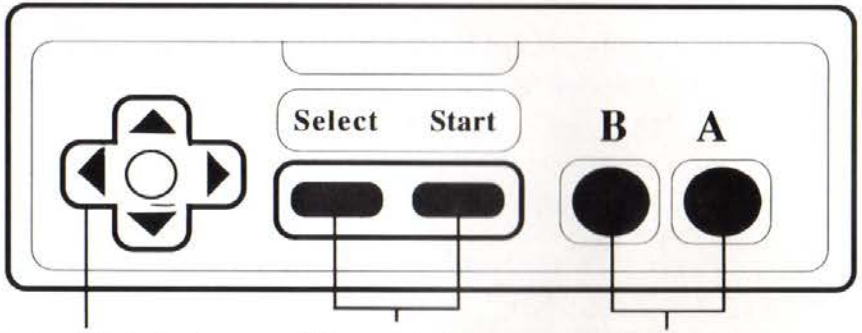


Control Pad (Black Arrow Keys): Used to move between choices on menus and within games. NOTE: See ***Letter-Go-Round*** and ***Ernie's Big Splash*** instructions for more Control Pad functions.

Select and Start Buttons: Used to return to menus from within games. In ***Ernie's Big Splash***, used to reset puzzles. NOT used to start games.

B and A Buttons: Used to confirm choices in any menu and on any game play screen. These buttons begin games and activities from menus.

SESAME STREET ABC & 1-2-3 contains four different games, **Astro-Grover, Ernie's Magic Shapes, Letter Go Round** and **Ernie's Big Splash**. Top choose one, follow these steps.

- Insert the Game Pak into your Nintendo Entertainment System.
- Turn on the power
- The Main Menu appears. Press the black arrow key button to choose one of the games. Then press the select or start button to begin play.

NOTE: To return to the Main Menu and select one of the other games in this Game Pak, press the reset button on your Nintendo Entertainment System.

Look, up in the stars! Is it Little Bird? Is it a Twiddlebug? No...it's Astro-Grover! Help him count the Zips as he welcomes them to planet Earth. So, if you're ready for fun, let's get started!

Object of the Game

Count, add and subtract the Zips from the planet Zap while helping Astro-Grover welcome them to Earth.

Parents: ***Astro-Grover*** provides your children with a fun way to use these basic skills:

- Number/numeral correspondence
- Counting
- Addition and subtraction
- Number pattern recognition

When you play ***Astro-Grover*** with your child, you can reinforce these skills by talking about the game as you play. Encourage your child to point to and count each Zip and say the total out loud. Say things like, "How many Zips are there now?" or "Are there more or fewer Zips than the last turn?"

ASTRO-GROVER

Astro-Grover contains five different games. They are:

• How many Zips	Counting
• Beam That Number	Counting
• Adding Countdown	Addition
• Take It Away, Zips!	Subtraction
• Sum Up, Sum Down	Addition and subtraction

To choose one of these games, follow these steps:

- Press the black arrow key button to move Astro-Grover and select one of the games.
- Then press the A or B button to begin play.

NOTE: To return to this Menu from within an Astro-Grover game, press the black select or start button on your controller.

Blast Off!

LEVEL 1: How Many Zips?

Object: Count the Zips and watch them build the beautiful city. A shipful of Zips whizzes onto your screen. Whoosh! Zoom! When the ship stops moving, Zips will scoot out. They will zoom to the center of the screen and flash to greet you.

Point to each Zip on the screen. How many do you see?

- Use the black arrow key button to move the box and place it around the correct number.
- Press either red button (A or B) when the box is on the correct number.

Oops! If you press the wrong key, that's okay, Astropal. You have as many tries as you need to get it right. Count the Zips and press the arrow key button again to select another number.

After a correct answer, the Zips build one part of the city. Then, a new ship of Zips fly out for you to count. Count five groups of Zips in a round to build the entire city, and you're a real whiz!

LEVEL 2: Beam That Number

Object: Match the number on the screen with the correct number of Zips inside Astro-Grover's Astrobeam.

Astro-Grover is ready to send a spaceship into orbit. But, he first must find the number of Zips on the spaceship. How will he do it? He needs your help.

Look at the number inside the spaceship. Watch the beam move.

- When the number of Zips within the beam matches the number in the spaceship, press either red button (A or B).
- If the number of Zips within the beam does not match the number in the spaceship, press the black arrow key button. This makes the beam move again!

You must make four matches to send the ship all the way into outer space and complete the round.

LEVEL 3: Adding Countdown

Object: Count each group of Zips that appears on the screen. Then add the two groups to get the total number of Zips.

The Zips are ready to return to the planet Zap. But only you can beam them aboard their ship. Get ready, Astropal!

The first group of Zips scoot out and are flashing on your screen. How many do you see?

Zowie, you got it! The Zips will zoom onto the launch pad and the correct answer will flash in the sky.

Now look again. The second group of Zips has just zoomed on the screen. How many do you see in the second group?

The second group of Zips will fly to the pad and the number will flash in the sky again.

Count all the flashing Zips to add the two numbers on your screen.

Watch the Zips zoom up in their ship, and look out below! You've built one part of the city! Now, there's a new group of Zips awaiting your orders.

When you get the right sum five times in a row, you'll get a new surprise. So look sharp and keep adding. Add up all the Zips in a round and you've built one Zap-happy city!

LEVEL 4: Take It Away, Zips!

Object: Count the Zips that appear on the screen. Then subtract the number of Zips that leave and figure out how many Zips are left.

The Zips are out for one last blast before they zoom back to Zap. They're ready for a stellar spin, buy they need your help.

Whoosh! A fleet of Zips lands on the screen. How many do you see? Good work, Spacemate! The correct number will appear under the

launch pad. What's happening to the fleet? Some of the Zips fly to the right and flash to let you know that they're ready to go!

How do you launch them? Count those flashing Zips. The number will appear under the pad and those Zips will zoom off into orbit! But your job is not done. In fact, it's just begun.

How many Zips are left? You got it. The number will appear on the screen and you've built one part of the city. Before you know it, a new fleet of Zips will beam down to you. Five correct answers will send the ship home, build the city and end the round.

LEVEL 5: Sum Up, Sum Down

Object: Find the right combination of numbers to equal the number on the ship. Time's almost up. The Zips must leave their buddy, Astro-Grover, and go home to Zap. Before they go, the Zips will fly down to say, "Good-bye, it's been a blast." Can you count the Zips before they reach the city?

There are three beams on the screen. Each one has a number in it. Now look at the number on the Zips' ship. Look at the numbers on the beam bases. Can you find the right combination of numbers to add up to the number on the ship? Look closely. There may be more than one right answer. And sometimes you may have to select a number more than once.

Find the numbers that add up to the number on the ship. A beam shines up and saves that number of Zips.

- Use the black arrow key buttons to move the box and place it around the correct number.
- Press either the red button (A or B) when the box is on the correct number.

The sum of the numbers you pressed must equal the number on the ship. If it is less or more than that number, the Zips will move down the screen. Try again.

Four correct answers will send the Zips home to the planet Zap.

Ernie's Magic Shapes provides a playful setting in which children practice visual discrimination, an important preschool skill.

Object of the Activity
Match the colored shapes that appear above Ernie's head with the shapes that appear on the table.

Parents: Ernie's Magic Shapes provides your children with a fun way to practice these basic skills:

- Shape recognition
- Shape and color matching
- Identifying embedded figures

When you play ***Ernie's Magic Shapes*** with your child, you can reinforce these skills by talking about the game as you play. Encourage your child to point to each shape, trace it on the screen and

say its name. Ask questions such as, "What color is that triangle?" or "How many red squares are on the screen?"

Ernie's Magic Shapes contains six games. They are:

• Introduction	
• Presto Shape-O	Match the shapes
• Abracadabra...Colors!	Match the color
• Zip Zap the Shapes	More shape matching
• Poof Pop the Colors	More color matching
• Shazam! More Shapes	Harder shape matching
• TaDah! What a Figure	Hardest of all

To choose one of these games, follow these steps.

- Press the black arrow key button to select one of the games.
- Then press the A or B button to begin play. The appropriate game screen will appear.

NOTE: To return to this Menu from within Ernie's Magic Shapes game, press the black select or start button on your controller.

Magic Time!
Before you can play Ernie's Magic Shapes, you have to decide how hard you want your game to be. Each level is designed to be more difficult than the last. Choose your level and you'll be on your way!

It's Magic!
Who is that on the screen? It's your old buddy Ernie. He's become a magician! When Ernie raises his arm, POOF. A shape picture appears above his head.

What's next? When Ernie turns and waves his magic wand, ZAP. A shape appears. Now comes your job.

Take a look at the shape. Is it the same shape and color as one of the shapes in Ernie's picture?

Here is how you play each of the six games.

Catch the Match!

- Press either red button (A or B) if you think that the shape on the table matches or is a part of Ernie's picture.

Ernie will nod his head yes and zap the shape into place beside his picture when you are correct.

Oops! If you pressed a red button, but the shape is not in Ernie's picture, Ernie's bunny will tell you that you made a wrong guess.

- Press the black arrow key button to get a new shape when you make a wrong guess.

When you do ... POOF! Ernie sends the shape away and a new shape will appear.

Shapes, Away!

- If you decide that a shape on the table is not a part of Ernie's picture, press the black arrow key button.

In a flash, Ernie will wave his magic want and zap away the old shape, and make a new one appear.

Yikes, you goofed! You pressed the black arrow key button when a shape was in the picture. Don't worry. Ernie will bring back that shape later and you can choose it then.

Get the Picture?

Not every shape Ernie zaps on the table will be part of his picture. so watch those shapes carefully. When you match all the shapes in the picture, Ernie's magic rabbit will pop onto the screen and hop around. Then, Ernie will wave his magic wand and both shape pictures will disappear. Presto! You are ready for a new challenge.

Letter-Go-Round

Sesame Street® Letter-Go-Round provides a playful setting in which children can practice these early reading skills.

- Letter recognition and matching
- Upper/lower case matching
- Word recognition and matching
- Simple spelling

Parents: When discussing the game, use the words "letter," "word," and "match" so your child becomes familiar with these concepts. You can help your child identify each letter as it moves through the matching zone by saying things like, "Does this letter match the one below?"Or, "Can you find the right letter to finish this word?"

Step right up! It's time to take your turn to catch and match the letters on the whirling ferris wheel!
So, if you're ready for fun, let's get started.

Select a Level
To select a game level, use the Black Arrow key to highlight a level. Then press either Red Button to select that level.

Spin That Wheel
How fast can the ferris wheel spin? That's up to you. Press the Black Arrow key to spin the ferris wheel faster or slower. The wheel will spin at the speed you select -- until you press the Black Arrow key again.

Make the Match
As the letters spin on the wheel, wait until the letter you want moves into the matching zone at the bottom of the ferris wheel. Then press either Red Button to drop that letter into the slot.

Parents: Making a match at the right time may require some practice. You can help your child by placing your finger on the correct letter and tracing its path as it moves into the matching zone.

Playtime
The six game levels are described below. Each level is designed to be progressively more challenging. Encourage your child to begin with the first levels to develop the skills needed for the more difficult levels.

Level 1: Uses upper case letters only. It takes three matches to build the strength-o-meter and complete the round.

Level 2: Uses lower case letters only and three matches complete a round.

Level 3: Uses upper and lower case letters. You can match:
upper/upper case
lower/lower case
upper/lower case
lower/upper case
Three matches complete a round.

Levels 1, 2 and 3: How to Play
It's as easy as A-B-C. Your Sesame Street pal is here to play and he brought a letter for you to match.

Now it's up to you. Find the letter on the ferris wheel that matches the one on the seesaw. Press either Red button when the letter moves into the matching zone.

Oops! The letter you chose wasn't the correct one! That's okay! The letter will pop back into the basket, the wheel will continue spinning, and you can guess again.

Hurray! You matched the letter! Your letter will flip into the air and look -- you've built one part of the strength-o-meter Make all the matches in a round and you'll get a rousing Rah!-Rah! from your Sesame Street buddies.

Level 4: One Little Word
Spell an entire word by matching each letter in the word. How do you match a word? One letter at a time, of course! Here's what to do:

- Look at the first letter in the word.
- Find that letter on the ferris wheel.
- Press either Red Button to catch that letter.
- The first letter will pop into its place and it's time to catch and match letter number two ... and then letter number three!
- Match all three letters in the word, and you've won the round. Your Sesame Street pals have one last word for you -- Bravo!

Level 5: What's Missing?
This time your Sesame Street friend brings out a word for you -- but there's one letter missing! Find a letter on the ferris wheel that correctly completes the word. Here's how to do it:

- Look at the incomplete word. Now look at the letters on the ferris wheel. Can you spot a letter that fits? There may be more than one right answer.
- When the letter you want is in the matching zone, press either Red Button
- Hurray! You spelled a word! Your Sesame Street pals will give you a rousing cheer!

Three correct matches successfully complete the round and build the strength-o-meter.

Level 6: Spell the Secret Word
Now the ferris wheel takes its trickiest turn of all! The letters on the wheel spell a secret word -- but even your Sesame Street pal doesn't know what the word is! So it's all up to you -- and here's what to do:

- Look at the letters on the ferris wheel. Find three letters that spell a word. Now look again -- because there may be several words on the wheel ... but only one of them is the secret word!

- The first letter is the hardest to match. Choose your letter by moving it into the matching zone and pressing either Red Button. If you guessed right, that letter will pop into place!

- Now select the next letter ... and then the third. When you find the secret word, your Sesame Street pals will cheer you once again!

Parents: Spelling words may be tricky at first. Ask your child, "How many words do you see? Let's write each one down." Note: After eight incorrect guesses, the secret word will pop onto the screen.

Ernie's Big Splash is a fun-filled way for children to develop planning, predicting and problem-solving skills. Ernie is taking a bath, but something is missing -- his Rubber Duckie! Help Ernie build a pathway that leads Rubber Duckie from his soap dish to Ernie's bathtub.

The Playing Screen
At the beginning of the game, Rubber Duckie appears near his soap dish. Ernie is sitting in his bathtub waiting for Rubber Duckie to join him.

Parents: Point out Rubber Duckie and Ernie, and ask your child to help Rubber Duckie join Ernie in his tub. Your child may enjoy building a simple, more direct pathway or may prefer constructing longer, more complex routes.

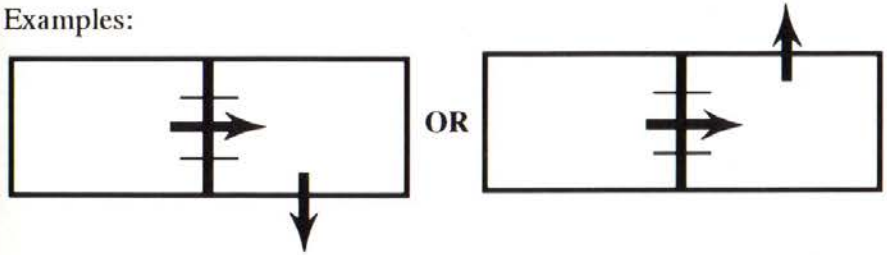
How to Select a Building Piece for the Pathway
There is a square next to Rubber Duckie that will help you select building pieces for the pathway. Press the Black Arrow key to cycle

through the available building pieces. A new piece appears each time the Black Arrow key is pressed.

There are two green arrows on each piece as shown in the examples below. These green arrows show where Rubber Duckie enters and exits each piece.

Parents: Point out the arrows in each building piece, and explain that Rubber Duckie uses the doorways to enter and exit each piece. Encourage your child to use his or her finger to show you where Rubber Duckie will enter the piece and where he will exit.

Examples:



Have your child note the different directions for each piece. Have him or her show you the pieces that move Rubber Duckie across, up, down, etc.

Encourage your child to pay close attention to these directions when planning the route of a pathway.

Explain to your child that the pieces will only help Rubber Duckie travel across, up, down, or at right angles. Remind your child that Rubber Duckie cannot move diagonally through pieces.

Point out the pieces that appear twice and explain that although these pieces look the same, the arrows on the pieces may be in different positions, and each one might move Rubber Duckie in a different direction.

When your child selects a piece that he or she thinks is correct, press either Red Button. If correct, Rubber Duckie will move forward. After a piece has been placed, point out to your child that Rubber Duckie is ready and waiting for a new piece to be selected.

As pieces appear, have your child trace the path through the piece with his or her finger. Encourage your child to look at the exit to plan the direction of the next piece in the pathway.

If you press a Red Button and a selected piece doesn't work, you will hear a "bump" sound. Rubber Duckie will not be able to travel through that piece.

Use the Black Arrow key to select another piece, and hopefully that one will work!

When incorrect pieces are selected, point out the position of the green arrows and ask your child to tell you why Rubber Duckie cannot move through the piece. Encourage your child to select another piece, paying close attention to the direction of the green arrows.

If your child has trouble constructing a pathway to Ernie's tub, have him or her show you on the screen which way the pathway should lead.

Ready ... Set ... Go!
When a correct pathway has been constructed all the way to Ernie's tub, Rubber Duckie will travel the entire length of the pathway, and fall into the tub with Ernie, creating a giant splash.

Press either Red Button again, and Rubber Duckie will travel in reverse through the pathway, back to his soap dish. Your child may send Rubber Duckie through the pathway as many times as he or she likes.

NOTE: Rubber Duckie will only move in reverse when the entire pathway has been completed.

Sesame Street Pal Pieces
Sesame Street Pal pieces appear in all the playfields in Games 2 and 3. These are special pieces that have four doorways instead of two, so they can be used twice in a pathway.

Build the pathway up to the Sesame Street Fun Pal. Then select a piece to move Rubber Duckie into the Sesame Street Fun Pal piece. Watch and see which way Rubber Duckie exits the piece. Then build the pathway to enter the same Sesame Street Fun Pal piece a second time, but through a different doorway.

Clear the Screen and Start Again
The Clear option will clear the screen to allow you to start playing again on the same playfield. Press the Select or Start key ONCE to start over within the same level.

Dead Ends
If your child constructs a pathway that blocks itself so that Rubber Duckie can't reach Ernie, then a dead end has been made. Press the Select or Start key once to clear the screen to start again.

Exit
At any time, you can quit the current game. Press the Select or Start key TWICE to quit. You will return to the Game menu.

Compliance With FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Hi Tech Expressions warrants to the original consumer purchaser that this Game Pak (''Pak'') including Game Pak (not including Game Pak Accessories or Robot Accessories)shall be free from defects and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Monday - Friday.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Nintendo Customer Service Department
   584 Broadway, New York, NY 10012

   If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

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ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or it you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.